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Inamura(10) **Pub. No.: US 2005/0079913 A1**(43) **Pub. Date: Apr. 14, 2005**(54) **GAMING MACHINE**(52) **U.S. Cl. 463/30**(75) **Inventor: Yukinori Inamura, Tokyo (JP)**

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WASHINGTON, DC 20036 (US)(73) **Assignee: ARUZE CORP.**(21) **Appl. No.: 10/959,057**(22) **Filed: Oct. 7, 2004**(30) **Foreign Application Priority Data**

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Publication Classification(51) **Int. Cl.⁷ A63F 9/24**(57) **ABSTRACT**

In the slot machine 1, when the player touches the touch panel 5k corresponding to the periphery of the bet number display part 32, the numerical keypad image is displayed on the liquid crystal display panel 5d and input operation of the numerical value through the numerical keypad device 30 is activated. After the numerical value is input by the numerical keypad device 30, if the player operates the start lever 9 or the spin switch 13 or the MAX BET switch 17, the numerical keypad image disappears. Thereafter, the bet number is recognized by the main CPU 42. If the bet number is recognized by the main CPU 42, the sum calculated by multiplying the unit sum corresponding to one bet with the bet number is set as the betted money by the main CPU 42. And based on the operation of the start lever 9 or the spin switch 13 or the MAX BET switch 17 by the player, rotation of the reels 2 to 4 is conducted and the slot machine game is started.

